

FBI
AND PHOTOGRAPH



Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of software on large-screen projection televisions.

Epilepsy Warning

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain software. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of software by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing this software, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a computer game.

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Installation and System Requirements

PC MINIMUM SYSTEM REQUIREMENTS

- Pentium® 120 MHz (166 MHz recommended)
- Windows® 95, Windows® 98 or Windows NT 4.0 with Service Pack 3
- 250 MB free hard drive space
- 16 MB RAM (32 MB recommended)
- 4 x CD-ROM (8 x recommended)
- Windows 95 DirectX compatible graphics card supporting High Colour (16-bit) at 640 x 480 resolution (24-bit True Colour recommended)
- Windows 95 DirectX compatible sound card
- Windows 95 compatible mouse

Note: Apple QuickTime™ 3.0 and Microsoft DirectX™ 5 will be installed if they are not already present.

MACINTOSH MINIMUM SYSTEM REQUIREMENTS

- Power Macintosh™ 603e 120 MHz (180 MHz recommended)
- MacOS 7.1 or later
- 250 MB free hard drive space
- 12 MB free RAM with Virtual Memory enabled or 18 MB free RAM with Virtual Memory disabled (32 MB recommended)
- 4 x CD-ROM (8 x recommended)
- Graphics card supporting Thousands of Colours at 640 x 480 resolution (Millions of Colours recommended)

Note: Apple QuickTime 3.0 and DrawSprocket 1.1.2 must be installed if they are not already present.

Updated Information

Any late-breaking information can be found in the Release Notes on The X-Files Disc 1 (*readme.txt* on the PC, *ReadMe* on the Macintosh). Please read it before installing The X-Files on your computer.

PC INSTALLATION

1. Close any applications that are running on your PC.
2. Insert The X-Files Disc 1 into your CD-ROM drive.
3. If AutoPlay is enabled, the Setup program will automatically begin after a few seconds and guide you through the rest of the installation process.
4. If AutoPlay is disabled, open *My Computer* and double-click on the CD-ROM icon. Double-click on the setup program (Setup.exe) to begin the installation process. You can select from Minimal, Standard or Full install options—choosing Full will install the entire game onto your hard drive, eliminating the need to swap discs.
5. Setup will check to see if you have the latest versions of Microsoft DirectX and Apple QuickTime on your computer and install them if necessary. You may be prompted to restart your machine in order for any newly installed drivers to take effect.

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STARTING THE X-FILES

After installation is complete, select "The X-Files" shortcut, (placed by default in the *Fox Interactive* group, selectable from the Programs section of the Start Menu) to begin your investigation.

UNINSTALLATION

Select The X-Files Uninstall option, located in the Fox Interactive program group. You will be guided through the uninstallation process.

MACINTOSH INSTALLATION

1. Close any open applications that are running on your Macintosh.
2. Insert The X-Files Disc 1 into the CD-ROM drive.
3. Double click on the Install The X-Files icon found on The X-Files Disc 1.
4. Select an installation option on the left and drag its icon to any available drive on the right. You can select from Minimal or Standard install options. To perform a Full install (copy the entire game onto your hard drive, eliminating the need to swap discs) please refer to the release notes *ReadMe* file on Disc 1.

5. You must have QuickTime 3.0 installed on your computer to run The X-Files. To install QuickTime 3.0, drag the QuickTime Install icon on the left to any available drive on the right.

STARTING THE GAME

After installation is complete, double-click "The X-Files" icon in the folder the game was installed to on your hard drive to begin your investigation.

UNINSTALLATION

Insert The X-Files Disc 1. Double click on the Install The X-Files icon found on The X-Files Disc 1. Select the Uninstall option on the left and drag its icon onto the drive that the game is installed on.

TROUBLESHOOTING

General - Make sure that your system meets the minimum requirements and that you have the most recent device drivers installed on your computer.

Improving Performance - There are several options that involve a subtle trade-off between aesthetics and performance. Clicking on Best Performance from the Options screen will automatically adjust various settings for optimal operation. You should experiment with these settings to find the best balance for your computer. Additionally, read the Release Notes for further information relating to optimising your computer for best performance.

WHY DOESN'T THE X-FILES INSTALL ONTO MY HARD DRIVE?

- Make sure that you have enough free hard drive space.
- The X-Files requires a minimum of 250 MB to install.
- We do not recommend installing The X-Files on compressed hard drives.

WHY DOESN'T THE X-FILES LOAD?

- Make sure you have enough free memory.
- Close any unnecessary applications running in the background.

Note: Windows users should make sure that Apple QuickTime 3.0 (or later) and Microsoft DirectX 5 (or later) are installed.

WHY DON'T MOVIES PLAY PROPERLY?

- Too many applications may be running in the background.
- Close all unnecessary applications (especially MS-DOS boxes and unnecessary items in System Tray on the PC) and try again.

GETTING STARTED

AGENT WILLMORE

As Agent Craig Willmore, it is your job to perform the duties required by an official FBI investigation. The investigation will take you into a variety of situations that will depend on effective and professional responses to the actions and inquiries of those involved in the case. You will encounter a number of questions about your case for which it is your sworn duty to find the answers. Your work in the field must produce results if you are to maintain your reputation as an exceptional agent. Keeping this in mind, you should be aware that distractions of a personal nature might be detrimental to the pursuit of your case.

CODE OF CONDUCT

All sworn Agents of the FBI shall agree to the points listed in the Official Code of Conduct:

1. Respect and protect human dignity and uphold the civil rights of all persons.
2. Fulfill the duties imposed by law by serving the United States of America ("USA") and protecting all persons against illegal acts.
3. Use force only when strictly necessary and only to the extent required for the safe completion of duties.
4. Use firearms (assigned by the Bureau) only as an extreme measure; do not employ firearms except when a suspected offender offers armed resistance or otherwise jeopardises the lives of citizens or law enforcement personnel.
5. Do not inflict, instigate or tolerate any act of torture or other cruel, inhuman or degrading treatment or punishment against anyone, whether or not in official custody.
6. Commit no act of corruption and rigorously oppose and combat such activities.

7. Keep confidential all matters of a confidential nature, unless the performance of duty or the needs of justice strictly require otherwise.
8. Do not publicise, discuss, write, record or otherwise cause to be made such documents as would reveal classified, privileged or other materials deemed sensitive by the FBI to any individuals, organisations, governments or other entities, without the express permission of the Director of the FBI.
9. Respect the law and the Code, and oppose any violations of either the Code or the laws of the Federal Government, sovereign states or local municipalities of the United States.
10. Follow the Bureau Code of Conduct without fail, and abide by the rulings of the Board of Conduct and Official Inquiry convened to investigate and rule on violations of this Code by a FBI Agent.

Your present record with the Bureau is spotless. Having a chance to solve a big case may be just what you need to solidify your excellent reputation since joining the Bureau.

The following is an official copy of your personnel file:

FEDERAL BUREAU OF INVESTIGATION PERSONNEL RECORD DIVISION EMPLOYMENT RECORD

****ACCESS LIMITED TO L-4 AND ABOVE****

| | |
|------------------------|------------------------|
| Name: | Willmore, Craig Joshua |
| D.O.B: | 19th October 1963 |
| Birthplace: | Kenosha, Wisconsin |
| Race: | Caucasian |
| Eye Color: | Hazel |
| Hair Color: | Brown |
| Height: | 6'1" |
| Weight: | 175 pounds |
| Sex: | Male |
| Marital Status: | Divorced |

Education:

Kenosha High School, Kenosha, Wisconsin.
BA, Northwestern University, Evanston, Illinois.
MA, New York University, New York, New York.

Career History: Recruited into the Bureau from New York University following graduation. Trained at Bureau Academy at Quantico, Virginia. Received highest level of accreditation for anti-terrorist training, firearms training and hostage negotiation training.

Assigned to Bureau Headquarters in Washington, D.C. in November 1991; joined Organized Crime Division. Participated in surveillance, background analysis and apprehension of the "Ivan Gang," a loosely organized group of Russian immigrants attempting to take control of the Hassidic diamond trade in Lower Manhattan and Queens. Indictments led to convictions and prison terms for seven individuals, and deportation of eleven others back to Russia. The investigation team, Agents Willmore, Becker, DeBolt and Young, received commendations from the Director for excellent work.

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In August 1992, Special Agent Willmore was assigned to the Anti-Terrorist Division under Senior Supervisor Chris Westergaard, attached to the Baltimore Field Office. Again performed duties with distinction by organizing a unit of the Anti-Terrorist Division to investigate the presence of anti-government militia groups in Pennsylvania, Maryland, and Virginia area. Involved in investigations that led to the dismantling of several militia groups; apprehended several individuals responsible for major illegal arms trafficking in the Tri-State area. Commendation for exemplary service placed in Agent Willmore's permanent file following his work with ATD.

Transferred to Seattle, Washington Field Office in January 1993.

NOTE: The information contained in this and other permanent

individual files is accessible only by prior authorization of the Assistant Director of Personnel, Bureau Headquarters, Washington, D.C., by authorized personnel only. The materials, information and data cannot be copied, transmitted by oral, electronic, photographic, photostatic, or any other means, or otherwise transferred to any third party without proper authorization by the Section Head.

MAIN MENU

Once an investigation has been started, you may exit out to the Main Menu at any time by moving the pointer to the top right corner of the screen and clicking when it turns into an X. (You may also press the ESCAPE key to go to the Main Menu.) This will allow you to save your current status in an investigation or choose any of the other options described below:

NEW

Click on NEW to start an investigation from the very beginning. The X-Files Disc 1 may be requested if it is not already inserted in the CD-ROM drive. Depending upon the setting of the "Save Game On Exit" option, you may be prompted to save an investigation already in progress.

LOAD

Click on LOAD if you have already saved an investigation and you wish to continue from where you left off. After selecting the desired investigation from one of the three available slots on the Load screen, you may be requested to insert the necessary disc if it is not already in the drive.

SAVE

You may save your current progress in an investigation at any time you wish. Click on SAVE from the Main Menu and select from one of the three available slots. Then type in a name for the saved status and click on the SAVE box at the bottom of the screen. You may also cancel by clicking on the CANCEL box if you do not wish to save at the present time. If all slots are full, you may overwrite a previous save by clicking on the slot and then either clicking the SAVE box at the bottom or renaming the saved status and then click the box at the bottom. You will be asked to confirm that you wish to overwrite the previously saved file.

PREVIOUS/RETURN

Click on PREVIOUS to automatically load the most recently active investigation. PREVIOUS will change to RETURN if there is an investigation currently in progress from which you exited to the Main Menu; clicking RETURN will send you back into that investigation.

OPTIONS

Access the game options by clicking here. You can adjust the Audio, Graphics and Gameplay options here.

Audio - There are four slider bars in the Audio menu. The first three bars allow you to independently adjust the **Dialogue Volume**, **Music Volume** and **Sound Effect Volume**. The fourth bar allows you to adjust the **Overall Volume** for all sound in the game. To adjust volume levels on any of the slider bars, click on the bar at the desired level mark - the level indicator will automatically move to that location, adjusting the volume accordingly. Additionally, clicking on the - and + symbols on the end of each bar will adjust the volume level in increments of one.

3D sound - This option turns the three-dimensional environmental sound feature on and off. This feature manipulates the audio level of the environmental sounds as you navigate through a given location. For example, the sound of a ringing telephone will get noticeably louder as you navigate towards the phone, and will get quieter as you turn and move away from it.

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GRAPHICS

Auto Set Screen Resolution - select whether or not you want the screen resolution changed automatically when you begin The X-Files, or if you wish to be asked before changing screen resolution. Choose Yes to maximise the visible area.

Auto Set Screen Depth - select whether or not you want the color depth changed automatically when you begin The X-Files, or if you wish to be asked before changing the color mode. Choose 16 (Thousands of Colors) for best performance. Choose 24 (Millions of Colors) for best quality.

Rollover Text - when enabled, provides text descriptions for various icons.

Smooth Text - improves the look of fonts when enabled.

Subliminal Messages - when enabled, allows subliminal messages to be displayed, which reinforce the prevailing psychological qualities of an agent's individual personality and investigative style.

Navigation Transitions - when enabled, makes navigation more realistic with the use of motion blurring when turning left or right. This function may help you keep your bearings in more complex environments.

Translucent Graphics - when enabled, improves the look of icons, pointers and other graphics over the video window.

Closed Captioning - when enabled, provides subtitled text for dialogue and actions.

High Quality Video - when enabled, improves the quality of the video when running The X-Files in 16-bit color mode, but can be disabled for maximum performance.

Inventory - select whether Inventory items are always Visible or remain Hidden from view until needed.

Flashlight Brightness - set your flashlight beam to Dim, Medium, or Bright.

Flashlight Beam - set your flashlight beam to Narrow, Medium, or Wide. A smaller beam gives better performance.

Monitor Calibration - assists you in adjusting the display settings for your monitor to best capture the distinctive visual qualities of The X-Files.

Live Environments - when enabled, displays continuously active surroundings, but can be disabled for maximum performance.

GAME PLAY

Artificial Intuition - Agents requiring extra assistance during the investigation should turn this option on before undertaking their duties (see Artificial Intuition section).

Action Scene Auto-Rewind - at certain points during your investigation, you may find yourself in a life-threatening situation from which you may not always emerge unscathed - or alive, for that matter. When enabled, the Action Scene Auto-Rewind feature allows you to return to the investigation just before you entered that life-threatening situation, repeatedly if necessary, without penalty.

Action Scene Difficulty - sets the difficulty level for interactive action scenes to Easy, Standard, or Difficult.

Save Game on Exit - selects whether or not your current investigation is saved when exiting The X-Files or starting a New investigation. The three options are:

Ask - You will be asked whether or not you wish to save your current position.

Yes - You will be presented with the Save screen.

No - Your investigation position will not be saved.

Skip Introduction - setting this to Yes will bypass the opening video sequences.

Right / Command + Click to Skip Video Clip - when set to Yes, allows you to skip past any video clip by right-clicking the mouse (PC) or pressing the Command key while clicking the mouse (Macintosh).

BEST PERFORMANCE

This option changes various audio, graphics and game play options to allow for a greater level of performance on lower specification machines. After selecting this option, you can experiment by adjusting individual settings to find a suitable balance between performance and quality on your computer.

BEST QUALITY

This option changes various audio, graphics and game play options to allow for a greater level of quality on higher specification machines. After selecting this option, you can experiment by adjusting individual settings to find a suitable balance between performance and quality on your computer.

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RETURN TO MAIN MENU

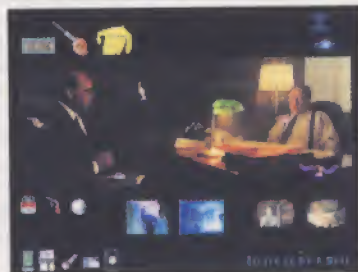
Click here to return to The X-Files Main Menu.

HELP

The Help screen provides a quick overview of all the features you will encounter during the course of your investigation.

QUIT

Clicking on QUIT will exit The X-Files. Depending on the options you have set, you may be prompted to save your position in an investigation if one is in progress (see the Options section above).



KEYBOARD FUNCTIONS

The following features can be directly accessed from a key combination. The **Alt** key is used on the PC, and the **Command** key on the Macintosh.

| | |
|---------------------|--|
| Alt / Command + A | Toggle the Artificial Intuition option on and off |
| Alt / Command + C | Toggle the closed captioning option on and off |
| Alt / Command + M | Toggle the subliminal messages option on and off |
| Alt / Command + R | Toggle the rollover text option on and off |
| Alt / Command + T | Toggle the navigation transitions option on and off |
| Alt / Command + P | Pause game |
| Alt / Command + S | Quickly updates your last saved investigation with your current status |
| Alt / Command + 0-9 | Set overall volume (0=off, 9=maximum) |
| Alt + X | Exit The X-Files (PC) |
| Command + Q | Exit The X-Files (Macintosh) |
| Esc | Exit to the Main Menu |
| Cursor keys | Navigate forward, left, and right |

ARTIFICIAL INTUITION



When enabled, Artificial Intuition allows the Agent to receive additional guidance in the form of:

- Visual hints (subliminal messages)
- Visual hints (closed captions)
- Visual hints (rollover text)

When Artificial Intuition is able to assist in an investigation, you will see a small blue symbol appear above and to the right of the video window. Clicking on this symbol allows you to cycle through a series of visual hints, followed by the appearance of one or more Action icons.

This symbol will begin to swirl, or "activate", when you are in close proximity to information vital to the investigation. Clicking on the symbol when it is in this active state will bring critical items directly into your field of view, allowing you to immediately undertake any direct manipulation of the item.

As a professional courtesy, the Special Agent In Charge of the local Field Office is available to provide Agents with assistance, regardless of the status of Artificial Intuition.

Navigation and Interaction

Moving the mouse pointer around the screen will cause it to change state depending upon the context of the item it passes over. Each of these serves various functions in an investigation. When the mouse pointer is in the form of a small white cross, the pointer is in a neutral state and serves no function. The following pointers act in different ways:

NAVIGATION POINTERS



When the mouse pointer turns into a hand pointing in a specific direction, clicking the mouse in that area will move you into the location it points towards. Left and Right pointing hands turn the screen around to face in that direction. A forward pointing hand advances your position forward within a location. A backward pointing thumb pulls you back from a location or, if you are zoomed into a closer view of an object or location, clicking the mouse zooms or moves you back out. The hand may also point up or down in certain areas and, when clicked, will move your view to face the designated direction - movement in these directions will then be available with the forward pointing hand.

DETAIL POINTER



When the pointer turns into an eye, this indicates that the object can be viewed in closer detail. In the case of documents found during an investigation, the eye may also change into a hand pointing right or left indicating that the pages of the document may be turned for further viewing. When zoomed completely into a document, the backward pointing thumb will take you back out in steps until you have returned to the original view of the scene.

ACTION POINTER

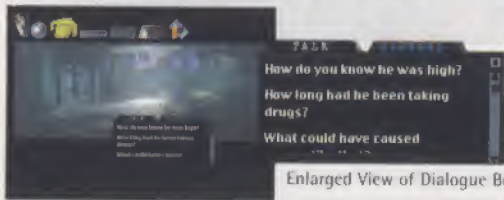


When the pointer turns into a fist clutching a lightning bolt, this indicates that an action or interaction with an item, object or person can be made. This pointer will appear over door handles, for example, and by clicking on the mouse, the door will be opened. At other times during an investigation, actions may require the Agent to use a specific item from their inventory. For example, gathering evidence requires that you first click on the evidence kit and then move the pointer (which has now become the image of the evidence kit) over the object intended to be collected and click on the mouse in order to collect the item.

CONVERSATION POINTER



The Agent can hold conversations with other individuals by clicking on them when the mouse pointer changes to a 'lips' pointer. Once a conversation is activated, the Agent may either choose from a specific list of dialogue options (contained in the dialogue box) or choose from the available Idea icons which will appear at the top of the screen (see the section covering Idea Icons for more details).



Enlarged View of Dialogue Box

If there are several conversation choices, you may scroll down the dialogue box by clicking on the scroll bar at the right side of the box. If appropriate, a dialogue History tab will be available in the dialogue box; clicking on this tab will allow you to repeat previously asked questions. If you choose not to continue the conversation, you can close the dialogue box by clicking on the square in the top right corner of the text box.

CURSOR KEYS

The "arrow" cursor keys on your keyboard may also be used for navigation. However, at times when there are several directions in which to travel, use of the cursor keys may not be as precise and may require extra movements.

PAUSING THE INVESTIGATION

You may pause the investigation by pressing Alt+P on the PC or Command+P on the Macintosh. To return to the investigation, press any key or click on the mouse.

Tools and Inventory

Throughout the course of your investigation, you will collect many items that will aid you in your endeavour. Once collected, these items will appear along the bottom of your screen in the Inventory.



You can choose an Inventory item by clicking on its icon from the Inventory area. By default, these Inventory items are hidden until the pointer rolls over the Inventory area (though you may choose to make the Inventory visible at all times by setting the appropriate preference in the Graphics section of the Options menu). Once chosen, the icon for the selected Inventory item will stay visible at the bottom of the screen to indicate its active status. Some Inventory items will automatically activate (for example the Night Vision goggles); others must be clicked on, moved over a target object, and clicked on again to become activated (for example the Lock Pick on a door lock). If the item can be used it will appear as a pointer when you roll over a suitable target.

To put an inventory item away, simply move the pointer back to the bottom of the screen.

Any inventory item can be examined in detail (rather than used) by clicking the right mouse button (on the PC) or by holding the Command key and clicking (on the Macintosh) on the desired item.

Inappropriate use of certain items in the Inventory, such as the gun or handcuffs, could have a negative effect on your investigation (see the Getting Started section). You are responsible for acquiring any standard investigative tools needed from the Field Office location. Acquisition of other miscellaneous Inventory items can occur at any time or location throughout the course of the investigation.

As you begin each new investigation, you will be automatically issued the following tools:

PDA (PERSONAL DIGITAL ASSISTANT)

The PDA is perhaps the most indispensable tool for conducting an efficient, thorough investigation. The PDA can be used for:



Navigation - You can travel among individual locations via a map of Seattle and the surrounding area. Available destinations are marked by a red dot on the map - to go to the desired location, simply click on the red spot. Once activated and visited, most locations can be returned to at will. If for some reason travel is restricted, the PDA will issue an audible tone indicating that it is not currently possible for you to travel to the location selected.



Field Notes - Your notes from crime scenes and other locations are automatically recorded in the PDA as you visit various locations.

This application also interacts with the PDA's e-mail program, allowing you to forward pertinent information via e-mail by clicking on the envelope icon below the main PDA window. To page through your notes, click on forward and backward icons below the main PDA window.



Contact Database - Names, addresses, telephone numbers, and e-mail addresses of friends and professional contacts can be found in this database.



E-Mail - Allows you to send and receive e-mail remotely.

Cellular phone - Your cellular phone can be used at any time during the course of your investigation to pursue leads, or contact people who may be listed in the database of your PDA, your workstation, or the directory found in the cellular phone itself. You may dial numbers either by clicking on the numbers on the phone itself, or by using the numeric keypad on your computer's keyboard.



Send - Once you have entered the desired phone number, press the green "Send" button to place your call.

End - Once you have completed your call, press the red "End" button to hang up the phone.

Clear - If you misdial, or would like to enter a new number, press the "Clear" button to delete the number that appears in the phone's display window.

Menu - This button will bring up a list of contacts that you may need to call on a regular basis. This feature is used in conjunction with the "Scroll" button (see below).

Scroll - Once you have activated the list of contacts (they will appear one at a time in the phone's display window), the "Scroll" button will allow you to move up and down the list by clicking on the "Up" or "Down" arrows on the button with your mouse.

Off - Clicking on this small red button in the upper right hand corner of the phone will put it away. You can also put the phone away by clicking on the "Back" hand icon as it appears when your mouse pointer rolls over an area outside the phone.

Other standard tools that you may acquire for your investigation include:



Badge - Your FBI badge is your identification; it will help you gain access to areas that are regularly off-limits, and you are usually required to show it to civilians before questioning them.



Gun - Your handgun is a Sig Sauer P226 9mm automatic pistol. Use it responsibly; only when absolutely necessary. Illegal or improper use of your firearm could result in possible prosecution or dismissal from the FBI.



Handcuffs - Standard Issue. As with the gun, exercise good judgement in utilising this tool.



Evidence Kit - Used to gather and transport evidence. All collected evidence should be turned over to a technician at a Bureau-certified Crime Lab for processing.



Lock Pick - Standard Issue "speed" pick. In the absence of probable cause, a proper search warrant should be obtained before using the lock pick to gain access to a location.



Digital Camera - Standard Issue, can be used at anytime. This camera will interface with the workstations located in the Field Office and your apartment for image download (see Workstations). The camera's memory card can hold a total of 24 digital images at a time. Once the card's capacity is filled, you must download images to free up space in the camera's memory.



Flashlight - Standard Issue. You can adjust the brightness and angle of the beam from the Graphics section of the Options menu.



Binoculars - Standard Issue.



Night Vision Goggles - Infrared goggles designed to enhance vision under cover of darkness.

Miscellaneous - As you move from location to location, you will collect other items, which will be stored in the Inventory - some will be there temporarily, as they will be used and discarded, and others will remain in the Inventory for the remainder of your investigation. Be sure to routinely check the status of your Inventory.

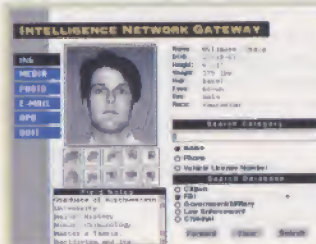
~~Workstations~~

Located on your desk at the FBI Field Office and at your apartment are functionally identical Investigative Services workstations.

USER NAME / PASSWORD

You are required to type in your user name in order to access the services of any workstation. Since this is an online service, you must also type in your password (SHILOH) in order to access your account. Once you have entered the required information press the Enter key or click on **CONNECT** to access the Investigative Services. Choose one of the following options by clicking on the corresponding box on the left side of the screen:

ING



The Intelligence Network Gateway or ING is a central source of information for the Bureau. Agents can run background checks, look up license plate numbers and trace phone numbers through the ING.

The inquiry text must be typed into the box under Search Category and then the category must be selected from the choices given: Name, Phone, or Vehicle License Number. If searching for a Name or Vehicle License Number, a database must be chosen from the following: Citizen, FBI, Government / Military, Law Enforcement and Criminal. This will

act as the information base from which the search results will be generated. Once all the requirements for a search have been entered, click on **SEARCH** to initiate the query. Search Results, if any, will be displayed when found. The results may then be forwarded via e-mail by clicking on **FORWARD**. (See the E-mail section below.)

MEDIA

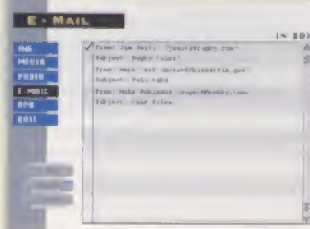
Agents have access to a Media Index with which to research a variety of case-related topics. First, type a keyword in the box at the top of the screen marked "Keyword Search." Next, click **SEARCH** to carry out the request. Your search results, if any, will appear in the box in the middle of the screen. Results may also be forwarded via e-mail by clicking on the **FORWARD** button next to the **SEARCH** box.



PHOTO VIEWER

The photo viewer, when used in conjunction with the digital camera, allows agents to download pictures taken in the field and store them for viewing. After pictures have been taken with the camera, enter this section and click on the DOWNLOAD button. (Note: the button will not highlight if there are no pictures in the camera's memory.) Next, you may enlarge the photos for more detailed viewing by clicking on the thumbnail photo of the desired picture. You may also delete the currently enlarged picture by clicking the DELETE button.

There is also a viewer available which allows you to examine any frames grabbed from a video source by clicking on the VIDEO button.



E-MAIL

Throughout the course of an investigation, e-mails will be sent and received. Incoming e-mails can be read in the e-mail section of the Investigative Services workstation. Simply click on the E-MAIL button on the left side of the screen to enter this section. Received e-mails will be displayed in the IN BOX that appears in the center of the screen. Click on the e-mail you wish to read. You may then choose to delete it by clicking on the DELETE button, or you may return to the main e-mail screen by clicking on the IN BOX button.

Outgoing e-mails must be initiated from the section of the workstation containing the information that the agent wishes to send. Click on the FORWARD button to compose the e-mail.

Click on the TO or CC box to display a screen containing all the addresses from your e-mail contact file. Select a recipient from the list by clicking on their e-mail address, and then click on the area outside of the address list to close the box. Click on the SEND button to send the e-mail.

Each of the e-mail boxes has scroll bars to the right side of the box that can be clicked on to view portions of the contents that are not presently on screen.

APB

During an investigation it may become necessary to send out an All Points Bulletin (APB) on a certain individual or individuals. Click on the APB button to enter this section of the Investigative Services workstation. APB's come in a standard format; clicking on the SEND button will transmit the APB to all appropriate agencies.

QUIT

To leave the Investigative Services workstation, click on the QUIT button at the left side of the screen.

ICONS

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EMOTION



Emotion icons allow the Agent to inject an emotional response into the situation at hand. They appear at the bottom center area of the screen, above the inventory. For example, they can range from angry to passive or humorous to indifferent, and will generate

different responses from their recipients. If you have the ROLLOVER TEXT option enabled (see the Options section), the icon will be described when you move your pointer over it. Simply click on the icon to put it into effect. These icons only appear on-screen for a limited amount of time, so you must make your choice quickly.

IDEA



Idea icons represent certain facts, evidence or ideas that the agent may encounter through the course of the investigation. After a conversation has been initiated, these icons appear in the top left corner of the screen. An Idea icon can be activated either by clicking on it if there is only one person in front of you at the time of the inquiry, or it may be dragged over a particular person if there are several people present. Often, activating an Idea icon is necessary for the progress of an investigation.

EVIDENCE

Evidence icons are used to deliver physical evidence (collected with the Evidence Kit) to a Bureau-certified crime laboratory for processing. When at the appropriate crime lab location, clicking on the icon will hand the evidence in question to the technician on duty.



ACTION



Action icons most often appear when Artificial Intuition is turned on, but they will sometimes appear on their own. They show up in the bottom right corner of the screen just above the inventory and may be activated, should you choose to do so, by clicking on them with your mouse. Action icons show a short clip of the action they will carry out when the pointer is moved over them. When Artificial Intuition has prompted the icon to appear (see the Artificial Intuition section) the icon usually represents a clue about an important step in an investigation.

Technical Support

If, after thoroughly reviewing ALL the procedures, you are still having a problem running this software, please read the following section.

IMPORTANT: READ THIS SECTION CAREFULLY BEFORE YOU PHONE US

Today's PCs run with millions of different hardware and software combinations.

The following information **MUST** be obtained from your manufacturer of your PC or from within your enclosed documentation **BEFORE** calling our technical support line:

(N.B. The information for the bold lines 3-5 can be obtained direct from your PC manufacturer)

1. The error message displayed when the problem occurred (if any).
2. A listing of your machine spec, including:
 - CPU speed and make
 - Amount of RAM
 - CD-ROM speed and make
 - Sound card make
 - Video card make
 - Hard disk size and amount of free space
 - DirectX driver versions

(See the following section titled "How to obtain the information required")

With this information you will be able to configure your machine correctly. If you have obtained this information, and are still having problems, then Electronic Arts has a Customer Service Department ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Thursday from 9.00 a.m. to 6.00 p.m. and 9.00 a.m. to 4.30 p.m. on Friday on (01753) 546465. Help documents are also available 24 hours a day from this number on Faxback, these cover most common problems at present and this service is updated regularly. Or you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service, PO BOX 835, Slough, Berkshire, England SL3 8XU

HOW TO OBTAIN THE INFORMATION REQUIRED

WINDOWS® 95, WINDOWS® 98 USERS

1. Right click on My Computer.
2. Left click on Properties.

3. The General information screen will detail how much RAM you have and the CPU make e.g. Intel/Cyrix/AMD.

4. Now click on Device Manager.
5. Click on the '+' symbol on the relevant devices i.e.
 - CD-ROM driver
 - Display adapters
 - Sound video & game controllers.

You will then be able to see the manufacturer of these devices.

6. The CPU speed can be seen if you reset your PC and look towards the top left corner of the screen. You should see a CPU clock speed e.g. 166 MHz. This is the processor speed that you need.
7. Double left click on "**My Computer**" then click square symbol to maximise screen.
8. Left click on your hard drive (C:) and this will list how much Free disk space you have and the Total amount of disk space you have on the system. Now close all windows down.

MACINTOSH

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- Your Macintosh model and System Software version.
- Amount of installed RAM memory and free RAM memory. (Select about this macintosh... from the Apple menu while in the Finder.)
- A list of installed extensions and control panels (and any startup items). Look in these folders inside your system folder to find out, or refer to the extensions manager control panel.
- Any special hardware (large monitors, AV cards, etc.) or software you have installed on your Macintosh.

HOW TO REACH US ON-LINE

Internet e-mail: info@aquat.com

World Wide Web: Access our Web Site at <http://www.sherwin.com>

FTP: Access our FTP Site at ftp.cba.com

For Web site: if you have an internet connection, please go to the Fox Winterfest Web site at www.foxwinterfest.com and create the Fox Winterfest account.

Credits

FOX INTERACTIVE

Producer: Gary Sheinwald
Associate Producer: Luke Letizia
Quality Assurance Manager: Mike Schneider
Lead Tester: Michael Dunn
Testers: Eric Asevo, Peter Cesario, Jennifer Kelly,
 Erik Larson, Allyson Lund, Bruce Maksin,
 Chris Miller, Paul Pawlicki, Harish Rao,
 Theresa Rizzo, Victor Rodriguez, Seth Roth,
 Elizabeth Strozewski, Sung Yoo, Tim Tran

CAST: (IN ORDER OF APPEARANCE)

| | |
|------------------|---------------------|
| Dana Scully | Gillian Anderson |
| Fox Mulder | David Duchovny |
| Craig Willmore | Jordan Lee Williams |
| Mark Cook | James Lynch |
| Walter Skinner | Mitch Pileggi |
| Armistead Shanks | Sean Griffin |
| Muthar | Suzanne McGaffey |
| Child | Zoe Warner |
| Motel Clerk | Lisa Estridge Gray |
| James Wong | Robert Lee |
| NSA #1 | Nick Eldridge |
| NSA #2 | Richard W. Daley |
| John Anis | Reginald A. Jackson |
| Pendrell | Brendan Beiser |
| Mendoza | Nick Granada |
| Stearns | Chuck McQuary |
| Arley | Mark Farrell |
| Mary Astadourian | Paige Witte |
| Harbor Master | John Gilbert |
| Joan Truitt | Lauren Tewes |

| | |
|-----------------------|---|
| Crew-cut Man | Eli Lockwood |
| Dr. Rauch | Randy Hoffmeyer |
| Cigarette Smoking Man | William B. Davis |
| Smolnikoff | Ted D'Arms |
| X | Steven Williams |
| Dr. McIntyre | Jimmi Parker |
| Homeless Man | Clifford Paul Fellers |
| Frohike | Tom Braidwood |
| Byers | Bruce Harwood |
| Langly | Dean Haglund |
| Colonel Wallace | Wally Dalton |
| Key Guard | Harris Smith |
| NSA Men | Brad Curtis, Steve Keller, Brian Kilcup, Whitey Shapiro, Joe Willis, Jr. |
| Pretty Woman | Laurel McConnell |
| Air Base Guards | Alvin Castle, David Oppenheim, Raymond J. Reehill |

PRODUCTION

| | |
|-------------------------|---|
| Executive Producer | Halle Eavelyn |
| Producer | Phil Peters |
| Director/Designer | Greg Roach |
| Story Concept | Chris Carter |
| Story Editor | Frank Spotnitz |
| Writers | Richard Dowdy, Greg Roach |
| Game Design | Cassandra Blackmore, Phil Hiaumet, Phil Peters, Greg Roach |
| Director of Photography | Jon Joffin |
| Production Designer | Phil Peters |
| MUSIC | Phil Hiaumet, Mark Snow |
| Production Manager | J. Daniel Dusek |
| Production Coordinator | Heather K. Murphy |
| Talent Coordinator | Jayma Cohn |
| Production Assistants | Phil Hadler, Basilio Holder |

Production Interns Irene Barnett, Carmen Best,
Patti Guarino, Christopher Revon,
Yvonne Walker

FIRST UNIT

First Assistant Director Wendi Lampassi

Key Second Assistant Director Jonas Batt

Second Assistant Director Darin Mercado

Set Production Assistant Rylee Newton

Assistant to Mr. Duchovny Katherine Durish

Set Intern Jeff Carpenter

Art Director Jeanne Franz

Set Decorator Michael Moran

Art Department Coordinator Michelle Daniels

Key Set Dresser Timothy D. Whidbee

Set Dressers Natalie Beauchene, Brady J. Condit, Dan Crow,
Catherine Kent, Rebecca Roch, David Shadle

On Set Dresser Rachel M. Thomson

Script Supervisor Rebecca DeGeorge, Tina Frolund,
Jennifer Hinkey

Costume Designer Lisa Kohl

Wardrobe Supervisor Sarah Isakson

Wardrobe Assistant Julie Puterman, Kari Rittenour,
Sally Roberts

Property Master Kathleen Kasinger

Assistant Prop Master Robert Leisle

Prop Assistants Jennifer Hunt, Joyce McAndrews,
Gretchen Warthen

Location Manager Peter Allen

Assistant Locations Manager Maggie Bassetti

Locations Assistants Arnette Hawley,
Leanna Alice Redmond, Brook Simmons,
Samsy Vejsiri, Sarah Wright

Key Hair and Make-up Omi

Assistant Hair and Make-up Shelley Clark,
Rubin I. Knutson, Carolyn West

Hair for Mr. Duchovny and Ms. Anderson Laverne Basham

Make-up for Mr. Duchovny and Ms. Anderson Anji Bembem

Special Effects Make-up Michael Christ

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First Assistant Camera Ross Howson

Second Assistant Camera Marne Cohen, Mani Motisaki

Camera Assistants Derek Hay, Mike McIntyre

Gaffer Giovanni Lampassi

Best Boy Electric Eric "Pine Mountain" Moore

Electricians Michael Baird, Mark Canniff, Steve Colgrove,
Cole Drumb, Scott Harbino, Chad Harrison,
Michael LePard, Kevin T. O'Connell,
Myron Partman, Laura Chanel Reynolds,
Mark Simon, Scott Todd, Martijn Veltman,
Charlie Waldron

Key Grip Jon LaFollette

Best Boy Grip Lance "Brazil" Robinson

Grips Craig Bilodeau, Jeff Carpenter, Tony Ghiglione,
Petey Johnson, Kirk Miller, Caleb R. Nelson,
Jimmie R. Owens

Rigging Gaffer James O. Roel

Rigging Key Grip David C. Darrow

Rigging Crew Keith Bronsdon, Kathryn Burbank,
Lisa Gates, George Hicks, Chris Kovalski,
Erik Loysen, Robert Platt, Daniel Reyes

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Pyrotechnician Mark McDaniel

Special Effects Assistants James Etue, Tony Guaranscio,
Brian Puterman

Stunt Coordinator David Boushey

Stunt Performers Ian Boushey, Steve Curran, Ron Barber,
Jolene Hjerleid, Eric Michael Johnson,
Robert McDougal, Bill Shaw,
Kerry Skalsky, Bill Whittaker

Casting Director Halle Eavelyn

Casting Assistant Darin Mercado

Transportation Coordinator Dan Fisher

Transportation Captain Joni R. McCarthy

Drivers Virgil Doshier, Keith Doshier, David Guppy,
Ron Krig, Sharon McCarthy, Sherri L. McCarthy,
Joel McCarthy, William R. Powell, Joe Soleberg,
Bob Sullivan, John Wolfe

Construction Coordinator Kenneth J. Berg

Construction Foreman James Foley

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Scenic Artists Dean Hitchcock, Michael Stencil,
Catherine Trzybinski, Nick Worsfold

Carpenters Robin Cady, John Wayne Cyrá, Alex Danilchik,
Wayne Foster, Catherine Kent, Jeffrey Kohl,
Norm Spencer, Martin Thrusell

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Boom Operator Mickey McMullan

Audio Assistants Tern Eberlein, Candace Schechter

Audio Intern Morgan Kohler

Stand-ins Craig Gatch, Lero Johnson, Jennifer O'Shields,
Robert Shane Sengi, Jason Webber

Medics Douglas Dahl, Fred Jaross, Peter Knudson,
Todd Q. Smith

Security Future Security Services

Catering Premiere Catering

Craft Services Sandra MacLean

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Assistant Director Sandra Hunter

Script Supervisor Cedric A. Prim, Natalie Beauchene

Props Shawn Connaway

Locations Manager Maggie Bassetti

Locations Assistant Leanna Alicea Redmond

Camera Assistant Pauls Zimmers

Gaffers Bjorn Boisen, Kristi Hagur, David K. Potter

Best Boy Electric Matthew Quinn

Grip/Electric Matt Baker, Keith Bronsdon

Catering Christine's Catering

Craft Services

Helen Morgan

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Best Boy Electric Jeff O'Brien

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Best Boy Grip Herb DeWaal

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Mac Install Programmer James Scott Mitchell

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VirtualCinema 3.0 Architecture Pete Isensee,
Melanie McClaire

Network Manager Joseph Kim

Closed-Captioning Carl Mullinw II, Christa Wells
Honorary Programmer Aaron Halon

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Best Boy Graphic Artist Aaron Halon
Assistant Graphic Artists Elaine Mattson, Aaron McO,
Sun Kim, Christine Lee,
Cynthia Sowder
Storyboard Artist Aaron Halon
Graphic Interns Raif Copeland, Robert Corbett,
Jarret Kattler, Anton Kurshunov,
Robert Shane Srogi

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Accounting Assistant Helen Duxek
Staff Accountants Suzan Kearns, Carmen Swannack

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Executive Producer for Fox Interactive: Paul Provenzano

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